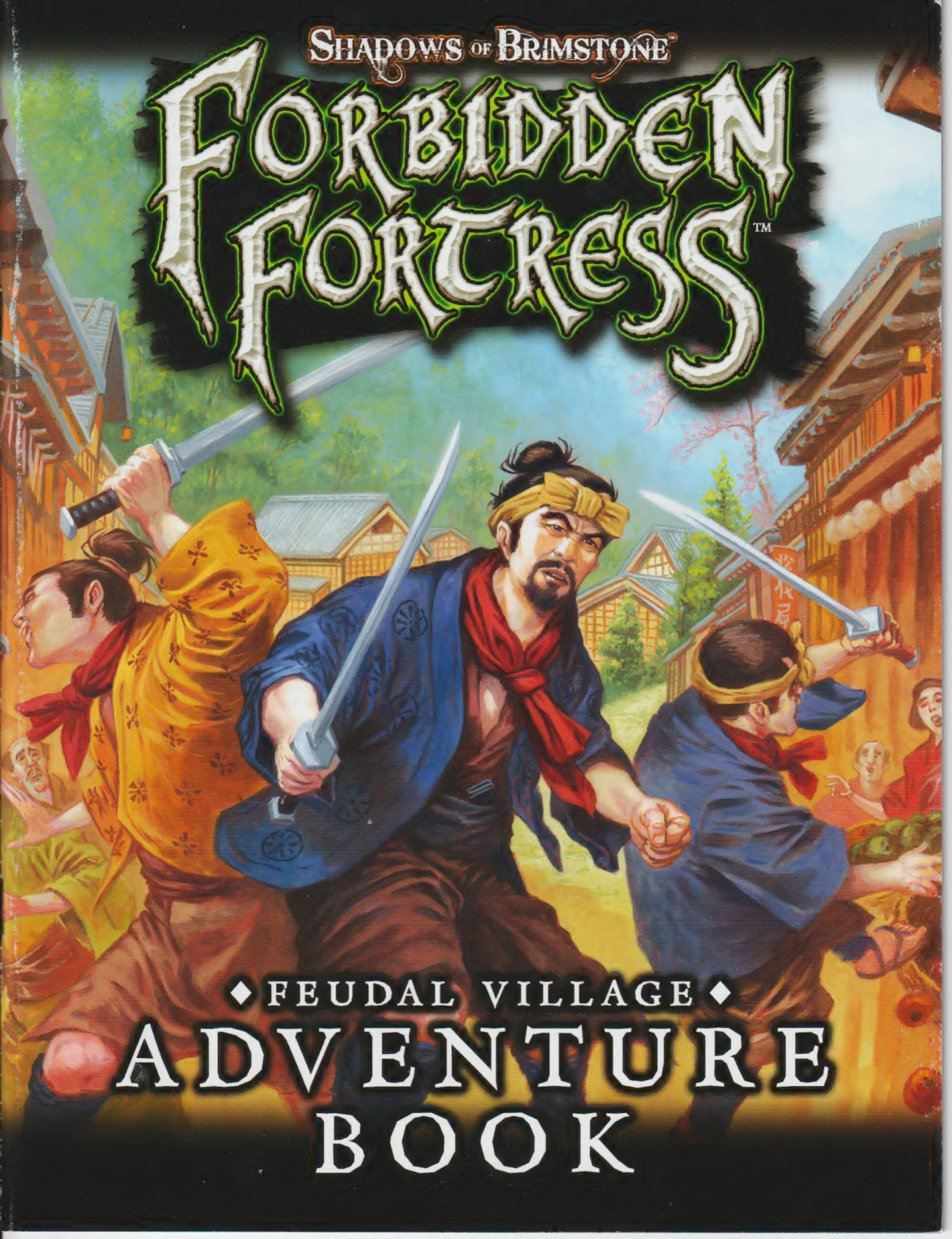
SHADOWS OF BRIMSTONE™

FORBIDDEN FORTRESS™



◆ FEUDAL VILLAGE ◆

ADVENTURE BOOK

Shadows of Brimstone

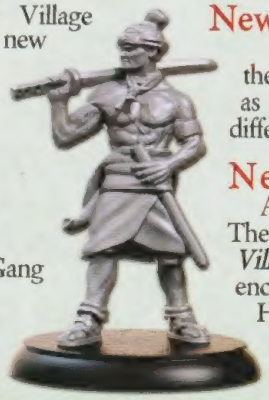
Forbidden Fortress™

Feudal Village Adventure Book

By Jason C. Hill

GAME CONTENTS

- 1 Full-Color 28 page Adventure Book
- 12 Plastic Feudal Bandit Enemies with 30mm Bases
- 1 Double-Sided Enemy Record Sheet
- 8 Double-Sided Large Specialty Village Type Reference Cards
- 6 Double-Sided Extra Large New Town Location Reference Cards
- 3 Double-Sided Extra Large Village Reference Cards (including 3 new Village Maps)
- 1 Extra Large Folding Village Adventure Board
- 20 Village Daily Event Cards
- 9 Threat Cards
- 5 Gear Cards
- 5 Infamous Feudal Bandit Gang Cards
- 1 Enemy Trait Card
- 1 Dishonored Card
- 3 Reference Cards
- A large assortment of Die-cut Counters



OVERVIEW

Villages in the rolling hills and mountain valleys of feudal Japan are full of danger and adventure around every corner! The *Feudal Village* Expansion allows players a deeper and richer Town experience between adventures, adding exciting new Types of Villages to find (such as an Enslaved Village, Outlaw Haven, or Trading Port), 6 all new Town Locations to visit (such as the Sacred Garden, Samurai Lord, Tea House, or Brotherhood Temple), a new expanded Travel Chart, and a deadly new Enemy horde – Feudal Bandits, for use both in the Forbidden Fortresses as well as in Town!

With this expansion, Heroes also have the opportunity to play out Adventures in the Feudal Village itself using the new Village Adventure Board! Heroes can protect the townsfolk while battling demons in the streets, fend off hordes of bandits that are trying to steal supplies from the village or burn it to the ground, or find themselves in an honorable duel! With loads of new charts, cards, counters, Missions, and the new Feudal Bandit Enemies, you'll never know what to expect when you ride into a Feudal Village in Shadows of Brimstone!

New Village Maps

There are 3 new Village Maps included, giving Heroes the option of traveling to a Small, Medium, or Large size Village. These new Village Maps do not have the specific Building Locations printed on them, but rather have a number of empty Location Slots that are filled with Random Town Location Building Tokens each time the Heroes arrive in a new Village.

Village Adventure Board

A large, folding Village Adventure Board has also been included, allowing Heroes to play Missions within the Village itself!

New Cards

Also included are a new deck of Village Daily Event cards for use in Town, some new Gear cards, an Enemy Trait card for the sinister water spirit Onryo, Threat cards for the new Feudal Bandit Enemies, and a set of Infamous Feudal Bandit Gang cards for encountering tougher, well-known and wanted Feudal Bandits in the region.

New Town Locations and Specialty Villages

There are 6 new large Town Location cards to represent the new Locations the Heroes may find in Town, as well as 8 double-sided Specialty Village Cards, each covering a different Type of Village the Heroes can find in their travels.

New Enemies - Feudal Bandits

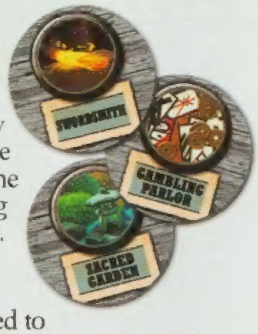
A common sight in any Village of feudal Japan is Bandits! These thugs and outlaws are a featured part of the *Feudal Village* Expansion, giving a new Enemy that can be encountered in the Fortress, but also an Earthly foe that the Heroes can battle in Town during Missions on the Village Adventure Board.

New Missions

There are 6 new Missions in the *Feudal Village* Expansion, all using the new Village Adventure Board.

Unwanted Attention Markers

Sometimes Heroes will find that they have attracted the attention of an unsavory element in Town. This could be from bearing too many Mutations or from having too good a time in the Tavern or Gambling Parlor. These markers track a Hero's level of Unwanted Attention.



Town Location Building Tokens

Each Town Location is now represented by a Building Token (the Core Set Town Locations as well as the new Town Locations). These Building Tokens are used to construct the Village.

Townsfolk

These markers are used to represent Townsfolk during some of the Village Adventure Missions.

New Side Bag Tokens

There are several new Side Bag Tokens available in Town for the Heroes to acquire, each with a new set of markers to represent them.

Fire Markers

These markers are used to show when Buildings have been set on fire in certain Missions.

Torch Markers

These tokens are used to mark which Feudal Bandits have Torches for lighting the Village on Fire in the *Burn it to the Ground* Mission.

Samurai Warlord and Bodyguards

These markers are used for the *Assassination Plot* Mission.

The Big One

Sometimes Feudal Bandits will bring along 'The Big One' to a fight. These tokens can be used to mark any Feudal Bandits that are 'The Big One'.

Elixirs and Amulet of Light

These Large Side Bag Tokens are rare and powerful pieces that can be won by playing Dark Stone Pachinko in town.

Market Goods

These markers are used for the *Village Raid* Mission.

The Dark Well

This marker is used for the *Dark Well* Mission.

North Marker

The North marker is used to mark direction in the *Burn it to the Ground* Mission.

EXPANDED VILLAGE

The expanded Village material in this expansion greatly increases the variety your Heroes will find each time they finish an Adventure and Travel to Town. It is designed to have several different parts that all work together to build an exciting and different Town experience each time.

Small, Medium, and Large Villages

After an Adventure is complete and the Heroes are ready to Travel to Town, the first thing they must now do is decide what Size of Village they would like to visit - **Small Village** (4 Locations), **Medium Village** (6 Locations), or **Large Village** (8 Locations).

Each Size of Village has a different Village Map with a number of open Town Location Slots on it. These Slots will be filled with Random Town Location Buildings once the Heroes arrive, meaning that you can never be certain of exactly which Locations will be available to you when you reach the Village - the larger the Village, the more likely it will have a particular Location you may be hoping to visit.

The Size of Village the Heroes decide to Travel to also determines how many Travel Hazards the Heroes may face along the way.

Expanded Travel Chart

A new Expanded Travel Chart is included at the back of this rulebook, more than doubling the possible Hazards and Events that the Heroes can encounter when traveling to Town. This new chart uses a D36 (rolling two dice, with one as the '10's' digit and one as the '1's' digit) rather than the previous 3D6 roll.

The number of Travel Hazards that the Heroes will encounter has also changed, and is now based on the size of Village the Heroes are trying to reach.

Small Village	Each Hero adds a Travel Hazard on the D6 roll of 1, 2, or 3.
Medium Village	Each Hero automatically adds a Travel Hazard.
Large Village	Each Hero automatically adds a Travel Hazard, and rolls a D6. On the roll of 1, 2, or 3, the Hero adds an additional Travel Hazard.

Specialty Village Types

Once the Heroes have completed their Traveling and have reached Town, they should roll to see what Type of Village they have found. On average, the Heroes will find a normal Feudal Village without any

special rules associated. On occasion though, the Heroes will instead find that the Village they have reached is a Specialty Type of Village, using one of the large Specialty Village cards.

2D6 Roll	Type of Village Found
2	Haunted Village
3	Enslaved Village
4	Monastery Village
5	Fishing Village
6, 7, 8	Standard Feudal Village
9	Mountain Village
10	Trading Port
11	Takobake Village
12	Outlaw Haven

Constructing the Village

To construct the Village that the Heroes have arrived at, place the appropriate Size Village Map (Small, Medium, or Large) on the table where all of the players can reach it. Then shuffle up all of the Town Location Building Tokens and place one Random token, face up in each of the empty Building Slots on the Village Map. These are the Locations that may be visited during the Heroes' Town Stay (in addition to the Inn and Camp Site, which are printed on the Map).

Note that several of the Specialty Village Types will 'always' or 'never' include certain Locations in a Village of that Type. When this is the case, those Location Tokens that are always present should be placed first, and then any that are never present should be removed before filling the rest of the Building Slots with Random Locations.

Destroyed Building Slots

When a Building is Destroyed during the Town Stay, simply flip that Building Token over in its Slot (with the plain, black side up) to show that it has been Destroyed and may no longer be visited.

When one or more Buildings is Destroyed from the beginning of the Town Stay (due to failing a Mission, a Travel Hazard, etc), Construct the Town as normal, and then roll for which Random Building Slots are Destroyed, flipping those Building Tokens facedown in the Slot as above.

New Town Locations

There are six new Town Locations available as part of the ***Feudal Village Expansion***, including - the *Sacred Garden*, *Tea House*, *Western Trading Post*, *Samurai Lord*, *Gambling Parlor*, and *Brotherhood Temple*. Each of these Locations has a large reference card showing the Location Event Chart as well as all of the things that a Hero can do and buy when visiting that Location.

Visiting the Camp Site as a Location

One additional option now available while in Town is that Heroes may spend their Day visiting the *Camp Site* as a Town Location. One of the large reference cards has the Camp Site Location on it, including the Location Event Chart and the things that a Hero may do and buy while there. The main benefit of visiting the Camp Site is that it has a Healer's Tent and a Shrine Tent which can be used to attempt to Heal Injuries, Mutations, Madness, etc., even if the *House of Healing* or *Shrine* Buildings are not available or have been Destroyed.

Note that there is no Building Token for the *Camp Site* as it is always included as part of the Village Map. Also, note that the Camp Site is not a numbered Building Slot, and so will never be Destroyed as a 'Random Building' (it can still be Destroyed by any effect that specifically targets the Camp Site however).

VILLAGE DAILY EVENT DECK

The Village Daily Event Deck adds a new element to your Town Stay, as minor events that crop up at the start of each Day in Town. When constructing the Village, shuffle the Village Daily Event Deck and place it near the Village Map.

At the start of each Day in Town (before Heroes decide to stay at the Inn or Camp Site), draw one Village Daily Event card and read it aloud to all players. This card applies to all Heroes in Town and will either have an immediate effect or a continuing effect during the current Day. At the end of the current Day in Town, discard this Village Daily Event.

Just Another Day in the Village

One common Village Daily Event card that has several copies in the deck is *Just Another Day in the Village*. This card indicates that it is just a normal day in feudal Japan and has no positive or negative effect on the current Day in Town. However, while in a Specialty Village Type, there are no 'normal' Days. As noted on the card, this instead triggers a special event rolled on the Daily Event Chart printed on the large Specialty Village card for the Type of Village the Heroes are currently in.

UNWANTED ATTENTION

Unwanted Attention markers represent the Hero attracting the attention of a shady element in Town. This could be a drunk gambler that feels cheated or a swarthy cutthroat that doesn't like the way you look.

Gaining Unwanted Attention

There are two main ways to gain Unwanted Attention markers in Town:

Too Many Mutations - When a Hero enters Town, they gain 1 Unwanted Attention marker for every Mutation they have over 3 (Ex. 4 Mutations = 1 marker).

Gaining Gold at the Tavern / Gambling Parlor - At the end of any Location Visit to the *Tavern* or *Gambling Parlor* in which a Hero gains any amount of Gold, for any reason, they also gain 1 Unwanted Attention marker.

When Trouble Comes a Callin'

While a Hero has 1 or more Unwanted Attention markers, any time they roll a 7 on a Location Event Chart, they must roll to see if they are attacked! Roll a D6. If the roll is equal to or less than the number of Unwanted Attention markers they have, the Hero is attacked from behind by a cowardly but dangerous individual, with murder on the mind!

The Hero must immediately make a **Luck 5+** test to move aside at the last minute. If successful, the would-be-assassin runs off into a back alley. If failed, the Hero is stabbed in the back, taking **D6 x Hero Level Wounds**, ignoring Defense and Armor. If this KO's the Hero, they are killed!

All Unwanted Attention markers are removed at the end of a Hero's Town Stay.

SPECIALTY VILLAGE TYPES

The large Specialty Village cards allow the Heroes to find more specific Types of Villages, each with its own feel and inherent benefits and drawbacks. When one of these Specialty Villages is discovered by the Heroes, use the large card for that Type of Village to find the Special Rules, Daily Event Chart, and Extra Options that the Heroes have during their Town Stay.

Special Rules

Each Specialty Village Type has a list of Special Rules that are in effect as long as the Heroes are at that Type of Village. These Special Rules add extra theme and flavor specific to being in the listed Type of Village.

Village Daily Events

Each Specialty Village card also has a chart of Daily Events that are themed for that Type of Village. These Daily Events do not happen every Day in Town, but rather they are triggered by the Village Daily Event card *Just Another Day in the Village*, as previously noted in the Village Daily Event Deck section.

Extra Options

The Extra Options section of a Specialty Village card lists additional activities and Items the Heroes may find while in that Type of Village. If there is a specific Location that a Hero needs to be at to purchase these items or take part in an activity, it will be listed in that entry. Otherwise, the Hero may use the Extra Option regardless of the Location they visit during their Day in Town.

DISHONORED

It is now possible for a Hero to become **Dishonored** through some sort of personal failure. This is usually the result of failing a Mission or through some Event. When a Hero becomes **Dishonored**, they use the **Dishonored** reference card that lists the effects of their new status. If a Hero is already **Dishonored** and they would gain the **Dishonored** status again, they instead become **Gravely Dishonored**; the effects of which are listed on the back of the normal **Dishonored** reference card.

This **Dishonored** status continues to affect a Hero until it is removed. This is done by successfully completing Missions in the hope of regaining your honor (as listed on the Reference card).

DARK STONE PACHINKO

Dark Stone Pachinko is a mini-game that can be played by Heroes that are visiting the *Gambling Parlor* Town Location, and can be found on the Location Chart for the *Gambling Parlor*.

Playing Dark Stone Pachinko

To play a game of Dark Stone Pachinko, pay 1 Dark Stone and roll the Peril Die to set the beginning Current Value (this die can be placed in the yellow space on the game board to the right, with each subsequent die rolled filling in the next space as you go).

You must then guess if the next roll will be 'higher' or 'lower' than the Current Value, and roll a D6.

If you guessed wrong, you lose and the game is over.

If the new roll matches the Current Value, you must either pay another 1 Dark Stone to keep the game going, or lose.

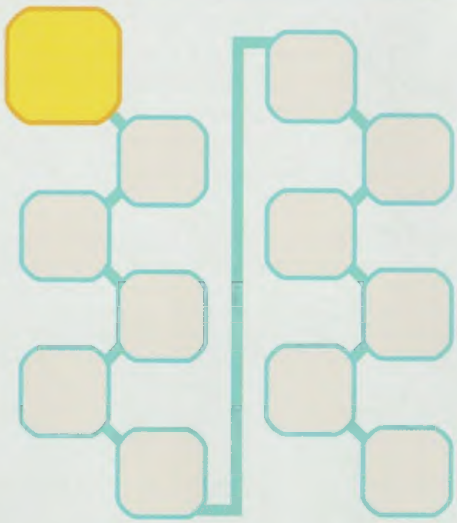
If you guessed correctly, this die roll becomes the new Current Value and you must guess 'higher' or 'lower' again, and roll another D6.

Continue this process until you guess wrong and the game is over, or until you Win by having 3 of a kind of the same number across all of the dice rolled so far (including the Peril Die).

Fantastic Prizes

If you win, roll 2D6 on the **Reward Chart** printed on the *Gambling Parlor* Town Location card to see what prize you have earned.

Note that none of the dice



rolled during a game of Dark Stone Pachinko may be modified, Re-rolled, or manipulated in any way, including the roll on the Reward Chart.

Elixirs and Amulets of Light

Some of the most exciting prizes on the Dark Stone Pachinko Reward Chart are the various Elixirs and the Amulet of Light. These are **Large Side Bag Tokens** that count as taking up 2 slots of your Side Bag carrying capacity. Other than that, they act as Side Bag Tokens in every way, though incredibly rare and powerful Side Bag Tokens.

The abilities of these new Large Side Bag Tokens can be found on the Reference card for them, as well as on the back of this Rulebook.

FEUDAL BANDITS

Feudal Bandits are a new Enemy Type introduced in the ***Feudal Village Expansion***. There are 12 Feudal Bandit models included. Thieves, killers, and hired thugs; Feudal Bandits are rough and rowdy outlaws. They are not terribly tough individually, but they pack a serious punch by ganging up on their opponents!

The Big One

One of the Feudal Bandit Elite Abilities is called 'The Big One', making a single Feudal Bandit in the group into a much tougher and more imposing Enemy. This modifies the stats of just that one model in the group and tokens have been provided to mark Feudal Bandits that are 'Big Ones'. Note that 'The Big One' Feudal Bandits can also enter play when rolling double 1s on the Village Depth Event Chart.

Infamous Feudal Bandit Gangs

Some Feudal Bandits aren't ordinary outlaws, but rather an *Infamous Feudal Bandit Gang*, wanted throughout the land for their dirty deeds. When this occurs (usually called for by a Threat card), draw an ***Infamous Feudal Bandit Gang*** card to see which Gang the Heroes have encountered. **Infamous Feudal Bandits** use the same models and Enemy Record Sheet for normal Feudal Bandits, but with some special rules and abilities listed on the card.

Only 1 ***Infamous Feudal Bandit Gang*** card may be in play at a time, and all Feudal Bandits are part of that Gang while the card is in play (discard it at the end of the Fight it was drawn for).

Infamous Feudal Bandit Gang cards include the name, story, and special rules/Abilities for members of that Gang, as well as the bonus XP and Gold (Bounty) a Hero gets for killing a member of that Gang!

VILLAGE ADVENTURE BOARD

The Village Adventure Board allows the Heroes to have Adventures in the Town itself! There are 6 Missions included in this Adventure Book for use with this new game board.

Using the Village Adventure Board

Missions that use the Village Adventure Board will list it in the Set Up section of the Mission itself. Unfold the board and place it in the center of the table where all players can reach it.

There is no Exploration on the Village Adventure Board as it is a fixed-map. Also, it is assumed that the entire Town is well lit and the Heroes do not need to worry about the Lantern's Light (or consequently *Voices in the Dark*) during Missions on the Village Adventure Board. One Hero should still have the *Old Lantern* to make **Hold Back the Darkness** rolls.

Unless noted specifically otherwise in a Mission, on the Village Adventure Board the entire Adventure counts as a single long Fight, Heroes may NOT Scavenge, and any time a **Growing Dread** card is drawn, it is revealed and played immediately.

The Village Adventure Board is split into 9 individual Buildings and 1 large Street Area (all of the outdoor spaces not within a Building). **Each of these counts as its own Map Tile for game effects.**

Columns

Some Buildings have circular Black columns in them. These are considered **Walls** that block diagonal movement and Line of Sight.

Village Depth Event Chart

The **Village Depth Event Chart** can be found on one of the large Town Reference cards included, and should be used during all Missions that use the Village Adventure Board.

The Street Area

All of the spaces on the board that are not inside of a Building are considered part of the *Street Area*. This Street Area counts as 1 large Map Tile.

Buildings

There are 9 different Buildings on the board, 8 of which are numbered in the corner (1-8). These Building numbers are used to reference particular Buildings during an Adventure (usually during Set Up) and are also used when the Players need to roll a Random Building. Simply roll the D8 and find that numbered Building on the board. The small Building that is not numbered is a normal Building in all regards, it is just not generally available when rolling a Random Building.

Many Buildings have internal Walls and Doors, but only one Number to represent the entire Building. Each of these is considered to be a single Building for all game purposes.

As noted above, each Building (as well as the Street Area) counts as a distinct Map Tile for all game effects. This means that if an Enemy in the Street Area causes Terror, a Hero may run inside of a Building to no longer be on the monster's 'Map Tile', thus avoiding the Horror Hits. It is also commonly used for one Hero to drag another Hero that is KO'd into a Building that has no Enemies inside so that he may help that Hero to Recover and get back into the action.

Walls

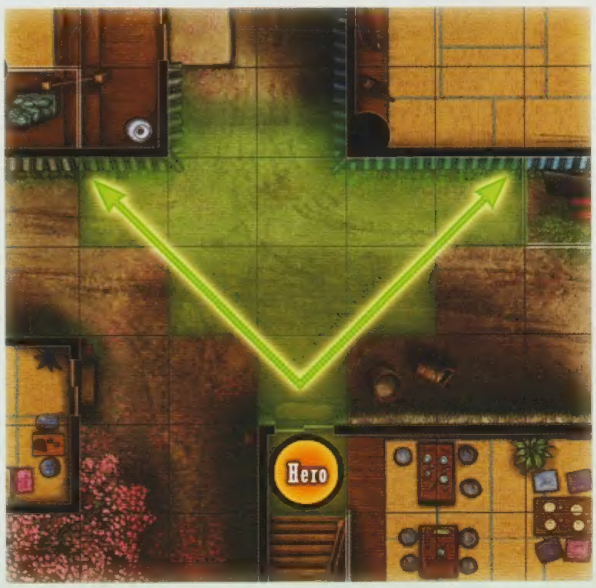
Each Building is enclosed in a thick, black line that represents the Walls. Walls block movement and Line of Sight (just like the Walls on the outer edges of a normal Map Tile). Unless there is a Door between two spaces, a Wall between two spaces means that those two spaces DO NOT count as being adjacent to each other for game effects (such as needing an Escape test to move away from an Enemy on the other side of the Wall, using a Geisha's *Reassuring Touch*, etc). Walls also block things such as Bombs from Bouncing through them. Any model that is XL or larger may ignore Walls completely during its movement (smashing through them).

Doors

Doors are open sections of a Wall (between two spaces) that allow models to move through that Wall. A model may move straight through a Door during their movement, but may NOT move diagonally through a Door.

Unless a model is standing in one of the two spaces touching a Door, the Door blocks Line of Sight, just like a Wall (it is assumed the Door is shut).

A model standing on one side of a Door may see out and be seen through the Line of Sight Arc of that Door (shown in the diagram below). This model counts as being in Cover from any Attacks made from the other side of the Door (as detailed below).



Doors - Line of Sight

Cover

When a model is in Cover, it gains some protection from attacks, getting a special Cover Save against all incoming Hits.

Building Cover Saves

A model that is in Cover from a Building is allowed to make a special Cover 4+ roll any time they are Hit by an Attack. **Roll a D6 for each Hit the model just took. On the roll of 4, 5, or 6, ignore that Hit entirely.** Cover saves like this are made before any normal Defense rolls. Note that Cover has no effect on Horror Hits or Corruption Hits, only regular Hits.

A model does NOT get this Cover save against an Attack made from an adjacent space, as it is assumed that the attacker and target are close enough to attack each other around the Cover. Hits from a Bomb, Template attack (such as with the flame Template), or markers placed directly into a model's space, also ignore this Cover save.

Enemies Using Cover

When an Enemy with **Shootout** (generally expansion Enemies, such as a *Takobake Rifleman*) selects its target to Attack, roll a D6. On the roll of 1, 2, or 3, that Enemy model will attempt to take Cover before attacking. If the Enemy model has a place that it could move into Cover and still be within Line of Sight and Range to its selected target, it will (if there are multiple options for Cover, the Enemy moves to the Cover closest to its current position to still be in Range and Line of Sight). On the roll of 4, 5, or 6, the Enemy will ignore any Cover and move to Attack as normal for **Shootout**.

If an Enemy with Shootout starts its Activation already in Cover, it will select a target only from those that are already in Line of Sight and Range from its current position (in other words, if an Enemy is already in Cover, it will always try and stay there until it has to move away to be able to Attack).

Leaning Around Corners and Doors

Another way that a model may take Cover is to *Lean Around a Corner* or *Lean Out of a Doorway*.

Any model that is in a space at the outside corner of a Building Wall, may spend 1 movement point to move onto the line between the space they are in and the space in front of them. This is called 'splitting the space' and represents the model Leaning Around the Corner to make Ranged Attacks. The model counts as being in both spaces at once for all purposes. Count Range to or from the model from either of the spaces they are in. Face the model in the direction they are Leaning Around the Corner in. A model Leaning Around a Corner counts as being in Cover against any Attacks made from the direction they are facing (imagine a line extending out from the Building Wall - the model has Cover against any Attacks coming from the other side of that line).

Likewise, a model that is in a space touching a Door may spend 1 Movement Point to *Lean In or Out of that Doorway*. Move the model to the line the Doorway is on to 'split the space' and face the model either into the Building or out into the Street Area. The model counts as being in both spaces that are touching the Door at once and gains Cover from any Attacks made from the direction they are facing (either from inside the Building or from the Streets).

Rooftops

All of the Buildings on the Village Adventure Board also have a Rooftop that is accessible to models, allowing them to climb up high to get a better vantage point on the Town.

When a model is on a Rooftop, it is represented by creating a stack of 10 or so large counters (such as the 5-piece Sanity or Wound markers) and placing the model on top of the stack to show that they are now high above the ground.

A model on a Rooftop is no longer in any particular space, but is rather on the entire Rooftop as a whole. All models on the same Rooftop count as being adjacent to one another, and any number of models may be on the same Rooftop.

A model on any Rooftop counts as being in the Street Area 'Map Tile'.

Any model on a Rooftop counts as being in Cover from all attacks, except those from other models on the same Rooftop.

Rooftops and Line of Sight

Line of Sight to and from a model on a Rooftop is counted from the Building space closest to the target/attacker.

A model on a Rooftop always has Line of Sight to all other Rooftops on the Board, but may NOT draw Line of Sight through other Building Walls to see a target on the ground.

A model on a Rooftop does NOT have Line of Sight to or from any space within the Building below, or to any spaces directly adjacent to that Building (touching one of its Walls).

Moving to and from a Rooftop

A Hero that starts his Activation inside of a Building, may give up his movement for the turn to move up to the Rooftop. Place the Hero model on a high stack of large counters (as noted above) and move the model to be centrally located in the Building to show that they are now on the Rooftop. A Hero that is already on a Rooftop may give up their movement to move back down into the Building. Remove the stack of counters from under the model and place the model in any space of the Building (or in any space of either Building if it is a shared Rooftop).

Enemies will only move up to the Rooftop of a building if a Hero they are targeting is already up there and they need to move to be adjacent for a Melee Attack. If the Enemy ends its Move in the building, it is automatically moved to the Rooftop with its target, but loses its Attack for this Activation.

Enemies with the Shootout Standard Ability will not Retreat from a Hero on the same Rooftop, but instead will stay and always Melee Attack that Hero. A Hero on a Rooftop with one or more Enemies must make an Escape test to leave that Rooftop.

Jumping from Rooftop to Rooftop

A model that start's its Activation on a Rooftop may attempt to jump from one Rooftop to another nearby Rooftop in place of their normal move. During this jump, the model may cross up to 2 street spaces below to reach a nearby Rooftop.

Enemies automatically succeed at jumps like this, moving their figure from their current Rooftop position to the nearby target Rooftop.

For a Hero to make the jump, they must successfully pass an **Agility 5+** test to make it to the nearby Rooftop. If successful, move the Hero to the target Rooftop. If failed, the Hero falls from the Rooftop as detailed below. For this fall, the Hero must be placed in one of the Street spaces between the two buildings (and within the 2 space distance gap crossed by the jump).

Models may attempt to jump to or from one of the Red Gate spaces (surrounded by a Barricade) in front of the Temple, counting it as part of the Temple building's Rooftop for this special jump. In this way, the model can cross over the main street of the village, but at some risk.

When an Enemy makes this jump, roll a D6. On the roll of 1, the Enemy misjudges the distance and falls to their doom. Remove the model as killed.

When a Hero wishes to make this special jump, they must pass an **Agility 6+** test instead.

When a model successfully makes a jump to or from a Red Gate space, move them all the way onto the Rooftop of the target building (note that the model does not need to be able to move through Barriers to make this special jump).

Falling Off of a Rooftop

Whenever an Enemy on a Rooftop is killed by a Hero, roll a D6. On the roll of 1, 2, or 3, the Enemy falls from the Rooftop screaming and the Hero may Recover 1 Grit.

Whenever a Hero on a Rooftop takes 1 or more Wounds from an Attack, roll a D6. On the roll of 1, 2, or 3, the Hero falls from the Rooftop! Place the Hero in any ground space adjacent to the Building and the Hero takes D6 Wounds ignoring Defense.

Flying Models and Buildings

Any model that has a ***Flight*** ability may move over Buildings during its movement (ignoring Walls as it goes) to reach a target on the other side or on the Rooftop (if on the Rooftop, place the model on a stack of counters at the end of its move to show that it is now on the Rooftop as well). Unlike normal Enemies moving to Rooftops, Flying Enemies do NOT lose their Attack the turn they move to the Rooftop. To reach a target inside a Building, the model must still move through a Door to get inside.

Bombs and Buildings

Bombs may NOT be thrown or Bounce through Walls, except where there is a Door, and then it may only be targeted at the space directly on the other side of that Door (just like Line of Sight for Doors with normal Ranged Attacks). Bombs that go off next to a Wall WILL still hit every adjacent space, even through a Wall. A Bomb that goes off in/near a Building will not affect models on the Rooftop.

A Bomb MAY be thrown onto a Rooftop. When thrown,

declare that the Rooftop is the target and place the Bomb on any space of the Building within Range (as it is lobbed upward). As long as the Bomb does not Bounce out of a space of that Building, it will go off, hitting every model on that Rooftop. If the Bomb Bounces outside of a Building space, then it will land on the ground in whatever space it ends up in, ignoring models on the Rooftop and hitting models on the ground level instead.

Entry Areas

Along each of the 4 board edges there are marked Entry Areas (A, B, C, D, E, and F), highlighted in blue. Each of these Entry Areas covers 3 spaces.

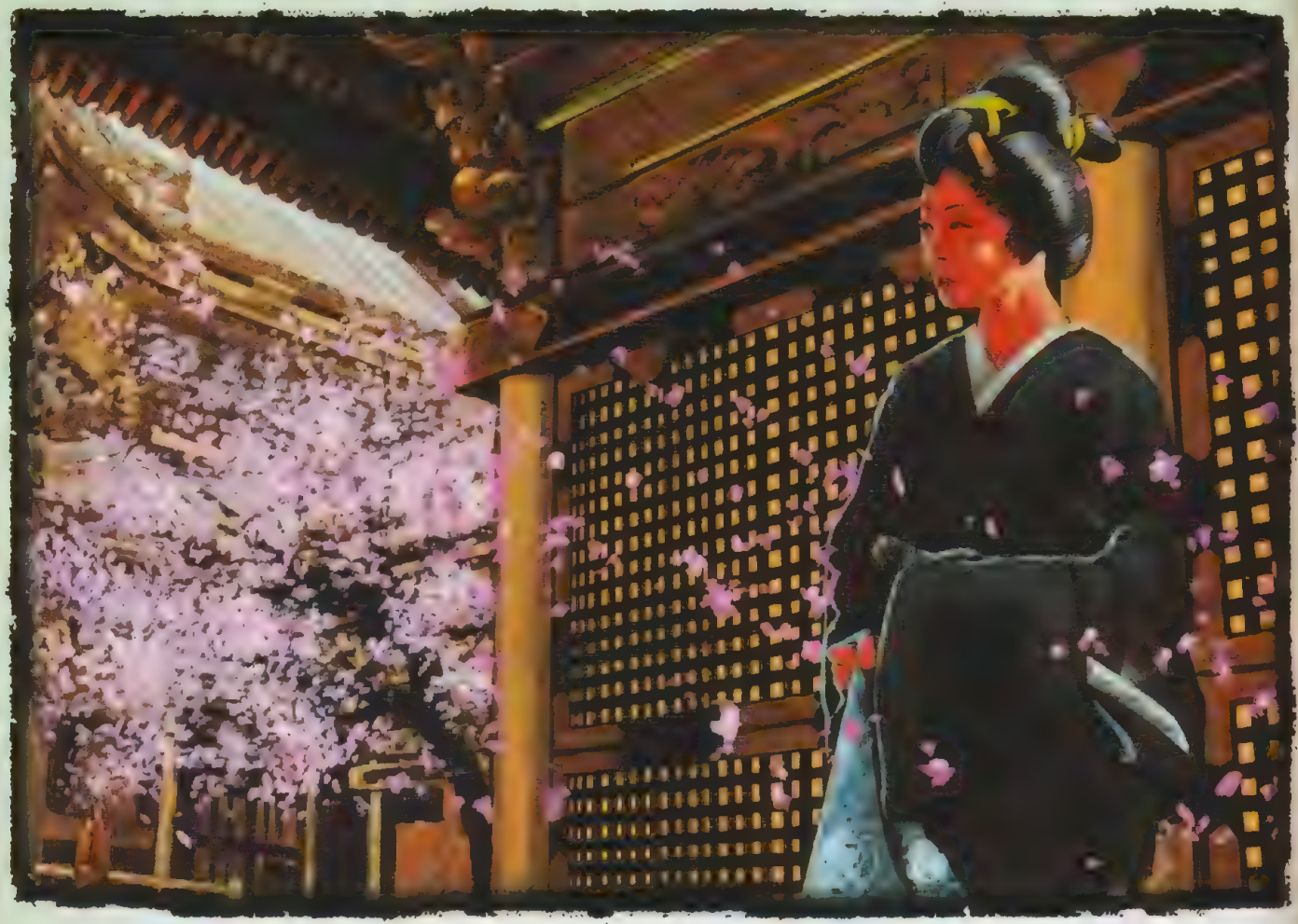
Entry Areas are often used for models to enter or exit the board. When new enemies are placed at an Entry Area, they always get placed in the center space of that Entry Area first, then the two adjacent spaces of the Entry Area. If there are more models that need to be placed at an Entry Area than there are empty spaces of the Entry Area, place the remaining models in spaces of the board as close to the Entry Area as possible.

It is also common for models to move onto or off of the board at an Entry Area. When this happens, simply count the movement of that model, starting in any of the 3 Entry Area spaces. When a model moves off the board (generally only as part of a specific Mission rule), the model moves into any of the Entry Area spaces, and then moves 1 more space to move off the Board.

Random Entry Area

Frequently the players will need to determine a Random Entry Area (for new Enemies to appear, as an escape zone, etc). To determine a Random Entry Area, roll a D6 and consult the chart below.

D6 Roll	Entry Area
1	A
2	B
3	C
4	D
5	E
6	F



NEW MISSIONS

The *Feudal Village* Expansion has 6 new Missions to challenge your Heroes. These can be played as special Missions triggered by in-Town events or simply mixed in to your new or current campaign to expand your Adventures into the Town itself.

D6 Roll	Feudal Village Missions
1	Village Raid
2	Burn it to the Ground
3	Assassination Plot
4	The Dark Well
5	Village Overrun
6	Honor Duel (Solo) Random Hero plays Duel, then roll another Mission.

Playing a Mission in Town

Missions in Town work just like Missions in a Fortress; Heroes start the Adventure with 1 Grit as normal (and any Damage they might have from their previous Travel/Town Stay), one Hero takes the Old Lantern and makes ***Hold Back the Darkness*** tests, etc. To make any Town Mission more challenging, you may draw an ***Infamous Feudal Bandit Gang*** card at the start of the game and apply it to all Feudal Bandits in that Mission.

After Completing a Mission in Town

At the end of a Mission in Town, Heroes do all of the normal things for completing a Mission; rolling for Dark Stone Corruption, Fully Heal Health and Sanity, return to 1 Grit, etc.

One difference is that as long as the Heroes did not Fail the Mission, they have the option to stay in the current Village instead of Traveling to a new Village. If the Heroes decide to stay in the same Village, this new Town Stay will be in the same **Size** and Specific **Village Type** that the Heroes visited most recently. Everything else for the Town should still be set up fresh (Random Town Locations, etc). If the Heroes did Fail the Town Mission, they must travel to a new Village.

Feudal Village Mission 1

VILLAGE RAID

A band of armed thugs has been raiding all of the villages throughout the countryside, threatening the people and taking what they want, before smashing up the place. Today they've come to this village...but they didn't count on you being here.

Set Up

This Mission uses the Village Adventure Board. Complete the following setup steps in order:

Place 6 ***Market Goods*** markers on the board. Each *Market Goods* marker may be placed in any space not within a building or Entry Area, and not within 3 spaces of another *Market Goods* marker. Place a stack of 5 Side Bag tokens on each ***Market Goods*** marker to represent the goods that can be stolen by the bandits.

Each Hero starts in a Random Building - roll the D8 to determine the Building, then place your Hero in any space of that Building.

Place 2 Feudal Bandit models at each of 3 different Random Entry Areas (or 3 Feudal Bandits at each for 5 or 6 Heroes). For extra difficulty, you may draw an *Infamous Feudal Bandit Gang* card for the Feudal Bandits during this Adventure.

Mission Goal

Hold off the Feudal Bandits that have come to raid the village long enough to break their assault, before the bandits can successfully steal and escape with too many ***Market Goods***.

Special Rules

Bandit Reinforcements

At the end of each turn, D6 new Feudal Bandits enter play, each at a Random Entry Area (D3 for 1 or 2 Heroes, for 5 or 6 Heroes). For each Feudal Bandit that cannot be placed, every Hero takes 2 Horror Hits.

Market Goods Markers

These markers represent trade goods, food, and supplies of the village. A ***Market Goods*** marker blocks movement, but has no effect on Line of Sight and cannot be moved in any way.

A ***Market Goods*** marker counts as a model with **Defense 5+**, and contains a stack of 5 Side Bag tokens on it. Whenever an adjacent Enemy does a wounding Hit to a ***Market Goods*** marker, that Enemy steals 1 of the Side Bag tokens from it, placing it next to the Enemy model. A ***Market Goods*** marker that has no remaining Side Bag tokens on it is no longer targeted by Enemies or attacked.

Smashing and Looting

During this Mission, Enemies will target and attack ***Market Goods*** tokens as though they were Heroes, smashing the crates and barrels to steal the contents inside. Enemies will prioritize a normal Hero over a ***Market Goods*** token, allowing Heroes some capacity to step in the way to protect the village.

At the start of the Feudal Bandits' Activation each turn, any Bandits that currently have 1 or more Side Bag tokens on them will make a break for it, moving along the shortest path toward the nearest Entry Area. These Bandits always move first in their Enemy Group and do not target or attack, as they are running to escape with their stolen goods. When one of these Feudal Bandits moves off the board (spending 1 Move to leave the edge of the board from an Entry Area space), remove the model from the board and add the Side Bag tokens he was carrying to the Depth Track (as detailed below). This Bandit does not count as having been killed.

When a Feudal Bandit is killed while carrying 1 or more stolen Side Bag tokens, the Hero places those Side Bag tokens back onto any ***Market Goods*** marker on the board (no more than 5 Side Bag tokens may be on a ***Market Goods*** marker).

Hold Them Off

During this Adventure, instead of marking how deep into the fortress the Heroes have progressed, the Hero Party marker on the Depth Track marks how close the Heroes are to successfully repelling the Bandit's raid.

The Hero Party marker starts the game on the *Fortress Entrance* space as normal. Whenever the ***Hold Back the Darkness*** roll is passed (not including Depth Events), move the Hero Party marker 1 space forward on the track.

Fast Escape

The Darkness marker on the Depth Track is not used during this Adventure. Instead, whenever the ***Hold Back the Darkness*** roll is failed (not including Depth Events), every *Feudal Bandit* on the board that is currently carrying 1 or more Side Bag tokens immediately moves D3 spaces toward the nearest Entry Area to escape.

Objectives

Depth Track - Driving off the Bandits

As soon as the Hero Party marker reaches the space marked 8 on the Depth Track (or 10 if only 1 or 2 Heroes), the Bandits turn tail and flee! The Mission is successfully complete.

Depth Track - Raided Village

Whenever a Side Bag token is moved off the board by an escaping Feudal Bandit, place that token onto the next space of the Depth Track, starting on the '1' space and filling in the track. When 10 spaces have been filled with Side Bag tokens, the village has been raided and the Mission is failed.

Reward

Every Hero gains **25 XP** and **D6 x $50** (or D6 x $100 if an ***Infamous Feudal Bandit Gang*** was used).

Failure

The Heroes may not visit Town, but must begin the next Adventure directly, and start the Adventure with no Grit.

Feudal Village Mission 2

BURN IT TO THE GROUND

Awakened in the night by screaming and crashing, you rush from your beds into the streets. Bright orange flames lick at the night sky and the panicked townspeople run in all directions. Armed thugs with torches run from the shadows, hurling their burning brands into the thatched roofed buildings. If these bandits are not stopped, this village will be a smoking ruin within the hour!

Set Up

This Mission uses the Village Adventure Board. The Heroes are placed in any of the 8 spaces of the Hero Starting Area at the center of the board.

Choose one board edge and place the North marker along that edge for use with marking the wind direction (see below).

Place 1 **Fire** marker on **3 different Random Buildings**. These are the buildings that are already burning at the start of the Adventure.

Place *6 Feudal Bandits* at Random Entry Areas, 2 of which are **Torch Bandits** marked with a Torch marker (see below).

Mission Goal

The Heroes must race to stop the raiding Bandits from burning down the village, eliminating the Bandits with Torches and helping to put out fires that have already been started.

Special Rules

Burning Buildings

Any building on the board that has 1 or more Fire markers on it is considered to be a **Burning Building**. Fire markers on a building are not in any one space of that building, but rather on the building as a whole.

Blazing Inferno

Any time a Hero enters a Burning Building or starts their Activation inside of a Burning Building, that Hero takes D6 Fire Hits that each do Damage equal to the number of Fire markers currently on that building.

Putting Out Fires

A Hero in any space of a Burning Building may give up their Attack for the turn to **choose** any one of their Skills (Lore, Cunning, etc.) and make a **Skill 6+** test to work on putting out the fire (it can be fun to announce how your Hero is using their chosen skill to do this). If successful, remove 1 Fire marker from the building and gain **20XP**.

Buildings Burning Down

Any time a Burning Building has 3 or more Fire markers on it, that building immediately burns down! Remove all Fire markers from the building as well as any Enemies inside that building and place 3 large Wound markers on the building to show that it has been destroyed. Any Hero currently in the building must make a Skill 6+ test (as with *Putting Out Fires* above) to escape before the structure collapses. If successful, move the Hero to any outside space adjacent to that building. If failed, the Hero is automatically KO'd by Wounds and their KO'd Hero marker is moved to an outside space adjacent to the building.

Once a building has burned down, no models may enter the spaces of that building for the rest of the Adventure, as they are filled with smoldering rubble.

Blowing Wind

The blowing wind can spread the fire throughout the town, speeding the raging flames and choking smoke. At the end of each turn, roll a D6 to see if the winds gust, spreading the flames.

D6	Result
1-3	No Wind
4-5	Gust
6	Strong Gust

Gust - Roll a D8 to see what direction the Wind blows (1-2 North, 3-4 East, 5-6 South, 7-8 West) using the North direction as marked during Set Up. The fire spreads in the Wind direction rolled.

For each **Burning Building**, roll a D3+1 to see how many spaces the embers of the fire blow in the direction of the Wind. Any non-Burning Building within this distance (count spaces from the closest space of the Burning Building to the closest space of the non-Burning Building, not including diagonal spaces) immediately gains a Fire marker. Note that Buildings that just gained a first Fire marker from this do not themselves roll to spread from this *Gust*.

Strong Gust - As *Gust* above, but roll for the spread from each **Burning Building** instead of D3+1.

In addition, the fire may spread to already **Burning Buildings** as well as **non-Burning Buildings** with a *Strong Gust*.

Torch Bandits

Some Bandits that enter play are considered **Torch Bandits**. These are normal *Feudal Bandits* in every way, but are marked with a Torch marker, and target buildings to set on fire rather than Heroes to fight.

When targeting and moving, a Torch Bandit will always move along the shortest path to get inside the nearest building that currently has at least 1 Fire marker on it.

If there are no such buildings on the board (or none that are within 12 spaces of movement or less for him to get inside) the Torch Bandit will instead move to try and get inside the nearest building that does not have a Fire marker.

At the start of a Torch Bandit's Activation, if he is inside a building, remove the Torch Bandit from the board and add a Fire marker to that building.

Note that it is possible for the Torch Bandit to be in a non-Burning Building and removed like this while on his way toward his originally intended target building, or to change his target building if another closer building catches fire between his Activations.

A Torch Bandit will only attack a Hero if he happens to end his move adjacent to that Hero.

There may not be more than 6 Torch Bandits on the board at any time. If you cannot place a Torch bandit, place a normal Feudal Bandit instead.

Bandit Reinforcements

At the end of each turn (after rolling for *Blowing Wind*), add **D3 Feudal Bandits** to the board, each at a Random Entry Point. If there are not enough Bandit models available, place as many as you can and move the Darkness 1 space forward on the Depth Track.

Whenever new Feudal Bandits are placed during this Adventure, the first one is always a **Torch Bandit** and the third one is also a **Torch Bandit** (if placing enough new Bandits). This includes when placing '*The Big One*' Bandits for a Depth Event, making them ***Big One Torch Bandits***.

Objective Dread

During this Adventure, whenever a building is Burned Down (destroyed), immediately reveal and resolve all Growing Dread cards currently in the stack.

Water Magik

A Hero using Elemental Magik may 'Attack' a Burning Building instead of an Enemy, using a **Water** Spell (or ***Elemental Blast*** if they have the *Water* Focus). Roll for Casting and *To Hit*, etc. as normal for the Spell. If at least 4 Damage would be done to the target (when using an *Elemental Blast*, this must be 4 Damage from a single Hit), you may remove 1 Fire marker from the building and gain **20XP** as the water puts out some of the flames. Limit once per building per turn. Note that for these purposes, the building is considered to have a Defense of 0.

Objectives

Holding Off the Bandits

Whenever the Heroes succeed in the roll to Hold Back the Darkness, move the Hero Party marker 1 space forward on the Depth Track. Then roll 2D6.

If the roll is equal to or greater than the current position of the Hero Party marker on the track, the Bandits' assault has been thwarted and the village has been saved. The Mission is successfully completed.

Town Burning Down

If too many buildings are Burned Down (destroyed), the Mission will be failed as the Bandits will be considered to have burned down the village. The number of destroyed buildings required for the Mission to be failed is based on the number of Heroes in the Hero Party:

Heroes	Mission Failure When...
1-2	4 Buildings Destroyed
3-4	3 Buildings Destroyed
5-6	2 Buildings Destroyed

Reward

As the locals rebuild from the fire damage, they praise the Heroes for their valiant defense of the town. Each Hero may draw 3 Loot cards.

Failure

The Heroes must proceed directly to the next Adventure, without visiting Town. In addition, the Heroes are **-1 Max Grit** during the next Adventure, as they cough from the smoke and have been singed by the flames.

Feudal Village Mission 3

ASSASSINATION PLOT

The local Samurai Warlord has heard rumors that a group of assassins are coming to attack the village, and to take his head. They may even already be here. He is not sure if it is on the orders of a rival Warlord, or something more sinister, but he has gained many enemies over the years. Fearing for his life, he has ordered his most loyal bodyguards to stand watch over his house through the night, and he has requested your aid in patrolling the village and flushing out any hired killers.

If you can help keep the Warlord alive until morning, you will be paid handsomely for your efforts.

Set Up

This Mission uses the Village Adventure Board.

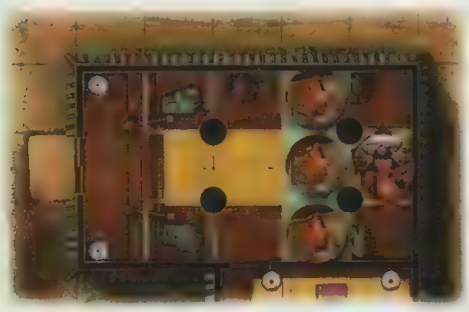
For this Adventure, the Building marked number 6 on the board is called the ***Samurai Warlord's House***.

Shuffle the **Number Counters marked 1-8** and place one face down (without looking) in each of the Buildings on the board, except the ***Samurai Warlord's House***. These markers are on the Building as a whole and are not in any particular space. *Note this should include the Buildings marked 1-5, 7-8, and the unmarked Building near the Entry Area 'C'.*

Each Hero starts in any space of a Random Entry Area (if all of the spaces of the Entry Area are already full, Re-roll).

Place the **Samurai Warlord** marker onto the space with the blue cushion at the back of the *Samurai Warlord's House*. Place **Bodyguard** markers into any of the 3 spaces directly in front of the **Samurai Warlord** marker, based on the number of Heroes.

Heroes	Number of Bodyguard Markers
1-2	3 Bodyguards
3-4	2 Bodyguards
5-6	1 Bodyguard



Mission Goal

A large group of assassins are hiding out in the village, waiting for their chance to eliminate the Samurai Warlord who watches over the town! The Heroes must search the buildings to flush out any assassins and stop this devious assassination plot before the Samurai Warlord is killed.

Special Rules

Hard to Hold Back the Darkness

The **Hold Back the Darkness** roll needs to be <u>one higher</u> than normal to succeed each turn.

Immediate Dread

Growing Dread cards are revealed immediately when drawn, rather than being placed on the stack.

Searching for Assassins

Any Hero inside a Building with a Number Counter on it may give up their Attack to search for assassins. Make a **Cunning 5+** test. For every 5+ rolled, gain **5 XP** and place a Sanity marker on the unrevealed Number Counter. If a Number Counter ever has <u>6 or more</u> Sanity markers on it, remove the Number Counter from the board.

Assassins Attack!

At the end of each turn, roll a D8 to see which Building the Assassins emerge from. If there is a Number Counter on the Building that corresponds to the roll, reveal it and place a number of ***Feudal Bandits*** equal to the value on the Number Counter in spaces of that Building (starting with spaces closest in movement distance to get into the *Samurai Warlord's House*).

For every Sanity marker that is on the Number Counter, reduce the value of the Number Counter by 1.

If there is not a Number Counter on the Building rolled, instead place D3 Feudal Bandits (or 3 Feudal Bandits for 5 or 6 Heroes) at a single Random Entry Area.

If the Number 6 Building is rolled (the ***Samurai Warlord's House***), instead treat this as though the unnumbered Building (near Entry Area 'C') was rolled.

When the Number Counter marked 1 is revealed, regardless of if it has any Sanity markers on it, place a single Feudal Bandit with ***The Big One*** Elite ability in that Building.

Any time 1 or more Feudal Bandits cannot be placed (not enough models or the Building is too small, etc), instead move the Darkness 1 space forward on the Depth Track.

Focused Target

During this Adventure, the Feudal Bandits are singularly focused on reaching the Samurai Warlord and assassinating him. When they move, they will ignore Heroes and move along the shortest path to get inside the ***Samurai Warlord's House***.

A Feudal Bandit will only attack a Hero if he happens to end his move adjacent to that Hero (and is not already inside the ***Samurai Warlord's House***). When this happens, each Feudal Bandit will make its full Attack against every adjacent Hero.

"Death to the Warlord!"

A Feudal Bandit in any space of the ***Samurai Warlord's House*** at the end of his move will attack the Warlord and his Bodyguards (note that a Bandit may do this from any space of the Building, not necessarily adjacent to the Bodyguard or Warlord markers).

The Feudal Bandit rolls his attack dice as normal (gaining any bonus for his *Gang Up* ability), but is only considered to score Hits on rolls of 6+. If there are any Bodyguards still alive, all of that Bandit's Hits are taken by a single Bodyguard marker. Roll a Defense roll of 3+ for each Hit. If any of these Defense rolls fail, that Bodyguard is killed and removed from the board.

If there are no Bodyguards remaining, instead, the Feudal Bandit's attack will be targeted at the Samurai Warlord himself. Roll the attack as above (only Hitting on 6+). The Samurai Warlord also has a Defense of 3+, but must fail 3 Defense rolls (across any number of attacks) to be killed. For each failed Defense roll, place a Wound marker by the Warlord. These Wounds may not be Healed.

The Samurai Warlord/Bodyguards do not block movement and may not take damage outside of the Feudal Bandit attacks, as listed above.

At the end of each turn, roll a D6 for every Enemy in the ***Samurai Warlord's House***. On the roll of 5+ (or 4+ if only 1 or 2 Heroes), that Enemy is killed by the Warlord or his Bodyguards and removed.

Shadowy Allies

Whenever the Darkness marker enters a new Stage of the Depth Track, roll a D6. On the roll of 1 or 2, draw a Threat card and add it to the Fight at a Random Entry Area.

Objectives

Prevent the Assassination

Once all of the Number Counters have been removed from the board, no further rolls for ***Assassins Attack!*** should be made. Then once all remaining Enemies on the board have been defeated, the assassination plot has been thwarted and the Heroes have successfully completed the Mission.

If the Samurai Warlord is Killed

If the Samurai Warlord is killed, the Mission immediately ends in failure for the Heroes.

Reward

Each Hero may draw a Loot card and gains 2D6 x $100.

Failure

The assassins carry off the head of the Samurai Warlord as a grim trophy for their victory. Every Hero becomes *Dishonored*.

Optional - Shadow Clan Ninja Assassins

Instead of using ***Feudal Bandits*** as the Enemies for this Mission, you may use ***Clan Ninja*** Enemies as the assassins! To do this you must have the ***Shadow Clan Ninja Deluxe Enemy Pack*** Expansion, and use the following modifiers to the Mission.

- Whenever a Number Counter is revealed (after any Sanity markers decrement the value), use half the number, rounding up, for the number of ***Ninja*** Enemies to place.
- Whenever Ninja Enemies are placed by a Number Counter, roll a D6 for each Ninja. On the roll of 5 or 6, place that Ninja on the Rooftop instead of inside the building.
- Until a Ninja enters the ***Samurai Warlord's House***, he will throw his *Shuriken* as a Ranged Attack at a Random Hero within Range and Line of Sight at the end of his move, as normal for *Assault*.
- Once inside the ***Samurai Warlord's House***, a Ninja will roll his attack dice, Hitting on 4+ (unlike the Feudal Bandits which need to roll 6+ to Hit). In addition, both **Bodyguards** and the **Samurai Warlord** are reduced to only Defense 4+ against a Ninja's Hits.
- A Ninja that is moving on Rooftops and reaches the ***Samurai Warlord's House*** Roof, will immediately drop into the Building (in one of the spaces next to the Warlord, if possible).
- When the Number Counter marked 1 is revealed, if there are no Sanity markers on it, place a ***Kosugi Ninja Master*** into play there instead of a normal Ninja. *Note that the Samurai Warlord and Bodyguards do not have Initiative, so the Kosugi Master gains no bonus Combat when attacking them.*
- The **Reward** for successfully completing the Mission now lets each Hero draw 1 additional Loot card.

Feudal Village Mission 4

THE DARK WELL

An old well sits in the far side of town, boarded up and overgrown. You've heard stories from neighboring villages of the dark secrets buried by the townsfolk here, and the hushed whispers of a dreaded evil that promised to come back for revenge. But those are just campfire stories told to frighten children...right?

Set Up

This Mission uses the Village Adventure Board. Each Hero may start in any space that is not inside a Building.

Place **12 Townsfolk** markers on the board. These may be placed in any spaces, but each Townsfolk may not be placed within 3 spaces of another Townsfolk marker, and no more than 4 of them may start inside of Buildings.

Roll a Random Entry Area and place the **Dark Well** marker 2 spaces in from the center space of that Entry Area. The Onryo water spirit (a *Harionago* using the *Onryo* Enemy Trait) starts in the same space as the **Dark Well** during Set Up.

Shuffle the **Number Counters marked 1-8** and place one face down (without looking) in each of the Buildings marked 1 through 8. These markers are on the Building as a whole and are not in any particular space.

Roll a D8 to determine which **Number Counter** represents the first **Relic** the Heroes are searching for.

Mission Goal

A sinister water spirit has risen from the Dark Well in town, seeking revenge on those that let her die! The Heroes must protect the Townsfolk from the Onryo's wrath while searching the Town for Relics of her old life and throwing them into the well to weaken the spirit enough so that she can be driven back into her watery grave.

Special Rules

Immediate Dread

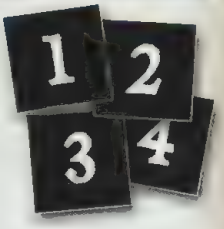
Growing Dread cards are revealed immediately when drawn, rather than being placed on the stack.

The Dark Well

The space with the **Dark Well** marker in it is considered to be enclosed by **Barriers** (blocks movement except for models that may 'move through other models', but does not block Line of Sight).

A Hero in the same or adjacent space to the **Dark Well** may discard a **Relic**, throwing it into the well to Weaken the Onryo (see below).

Finding Relics



A Hero ending their Move in any space of a Building with a **Number Counter** in it, may make a **Lore 5+** test to search for a **Relic** there.

If failed, leave the **Number Counter** in place without revealing it.

If successful, gain **20 XP** and reveal the **Number Counter** on that Building. If it does not match the number the Heroes are looking for (rolled during Set Up), discard the counter. If it does match, the Hero has found a **Relic**! The Hero takes this **Number Counter** to represent the **Relic**. Remove all other **Number Counters** from the board.

A **Relic** counts as an Item with no weight, and it cannot be lost or discarded, except to be thrown into the **Dark Well** (see above). A **Relic** may be transferred to another Hero in an adjacent space during your Move. If a Hero with a **Relic** is KO'd, leave the Number Counter in their space with the KO'd Hero marker. It may be picked up by any Hero moving into that space. Townsfolk may not interact with **Relics/Number Counters** in any way.

There are a total of **3 Relics** hidden throughout the Village, but only one can be found at a time. Once the first **Relic** is found and thrown into the **Dark Well**, immediately shuffle all **8 Number Counters** and place them back into the Buildings marked 1 through 8 again (without looking). Then roll the D8 to determine the **Number Counter** that represents the second **Relic** the Heroes may search for.

Once the second **Relic** is thrown into the **Dark Well**, repeat this process again for the third and final **Relic**.

Note - for a 1 or 2 Hero game, you may start the game as though the first **Relic** *has already been found and thrown into the* **Dark Well**, *weakening the Onryo and leaving 2 more* **Relics** *to be found.*

Vengeful Spirit

As noted above, the Onryo is a *Harionago* Enemy using the *Onryo* Enemy Trait card. Fueled by revenge, this Onryo is particularly deadly however, until the **Relics** of her former life can be found and cast into the **Dark Well**.

While **No Relics** have been thrown into the Dark Well, the Onryo is **immune to all Damage**.

Once **1 Relic** has been thrown into the Dark Well, the Onryo is **+1 Combat**, but she may now be damaged. She also gains ***Endurance (1)*** *- May not take more than 1 Wound from any single Hit (extra Damage is wasted).*

Once **2 Relics** have been thrown into the Dark Well, she is **+2 Combat** and changes to ***Endurance (2)*** *- May not take more than 2 Wounds from any single Hit (extra Damage is wasted).*

Once all **3 Relics** have been thrown into the Dark Well, she is **+3 Combat**, but loses her ***Endurance*** ability and is reduced to **Defense 0**.

Note that in this Mission the *Animated Hair* of the *Onryo* does not attack through Building **Walls**, but must count spaces through Doors (like movement) to see if models are in Range.

For a 5 or 6 Hero game, the Range of the Onryo's **Animated Hair** *ability is increased to 5 spaces (instead of 3).*

Hungry for revenge, whenever the Onryo kills a Townsfolk or KOs a Hero, she immediately Heals D6 Wounds.

Townsfolk

In this Mission, the Townsfolk markers represent all of the people of the Town running in terror from the sinister water spirit unleashed from the dark well! Townsfolk markers block movement, but do not block Line of Sight for Ranged Attacks.

Each turn, immediately after the ***Hold Back the Darkness*** roll is made, the Townsfolk are allowed to move around the board in an attempt to escape their fate! All of the Townsfolk markers collectively get a single pool of Movement Points equal to whatever the ***Hold Back the Darkness*** roll was for this turn. The Heroes may spend this pool of Movement Points, divided as they see fit between the Townsfolk markers to move them around the board. Townsfolk may not move off the board.

Townsfolk markers do not need to make Escape Rolls to move away from Enemies and may NOT move to Rooftops.

Whenever a Random Hero is rolled for (for example, when Enemies are selecting their targets to attack), include all of the Townsfolk markers as a single 'extra Hero' for that roll.

For example, an Enemy choosing a target to attack has 2 Heroes and 3 Townsfolk markers within its Move distance. It selects a target randomly by rolling a D6: 1-2 = Hero A, 3-4 = Hero B, and 5-6 = a Townsfolk marker.

Note that for this Mission, the Onryo will **always** include the Townsfolk when selecting a target each turn, even if there are none currently within her move distance, or if she attacked a Townsfolk in her previous turn.

When a Townsfolk marker is selected like this, always use the closest Townsfolk marker to the Enemy. As long as there are any Townsfolk markers without one of the Enemies targeting them within range, the Townsfolk should still be included in the Random Hero roll.

Townsfolk have 1 Health and Defense 4+. They are immune to Sanity Damage, as they are already running in terror. Whenever a Townsfolk marker takes one or more Hits, any Hero adjacent to that Townsfolk may takes those Hits on themselves instead. This must be done before Defense rolls are made for the Townsfolk.

Townsfolk markers are Hit by the Onryo's *Animated Hair* ability as though they were Heroes.

From the Shadows

Whenever a **Depth Event** is rolled, for double numbers 1 through 5, instead of using the Depth Event Chart, the Onryo fades into the darkness and emerges from the shadows in the same space as any one Townsfolk marker on the board (Heroes' choice). This instantly devours that Townsfolk (healing the Onryo as normal). Depth Event rolls of double 6 use the Depth Event Chart as normal.

Objectives

Depth Track

The Hero Party marker on the Depth Track starts in the center stage (needing 8+ for *Hold Back the Darkness* rolls) and does not move during the game. The Darkness marker works on the Depth Track as normal.

Defeating the Onryo

When the Onryo is defeated (whether or not all of the **Relics** have been discovered), the Mission is successfully completed. In this way, the Heroes may search for the **Relics** to weaken the Onryo, or simply use brute force to try and stop her (or a combination of both).

The Mission is failed if the Darkness escapes or if all of the Townsfolk markers are killed.

Reward

Each Hero gains **D6 x $100** for saving the Village. For each **Relic** that was recovered and thrown into the **Dark Well**, every Hero may also draw a Loot card.

Failure

The gaunt face of the sinister Onryo haunts your nightmares, and the screams of the Townsfolk she pulled down into the Dark Well will echo in your disturbed memories for years to come. Every Hero loses D3 Sanity permanently.

Feudal Village Mission 5

VILLAGE OVERRUN

The village is under attack from all sides! Creatures and Demons are pouring in, sweeping through the streets and carrying townspeople off into the night! Someone needs to stand against this darkness, or this village will be lost!

Set Up

This Mission uses the Village Adventure Board. The 6 Entry Areas are all Enemy Entry Points used by the Enemies to arrive at throughout the game as they flood the streets.

You will need several markers to use for ***Enemies Approaching*** (you can use face down markers with the *Shadows of Brimstone* logo on the back for these).

Place (D3) Townsfolk markers on the board, each in a Random Building. Then place (D3) more Townsfolk markers on the board, in any non-building spaces you like. Note that Townsfolk markers may not be placed on Building Rooftops.

Each Hero may start anywhere they choose on the board, including Building Rooftops. Heroes start the Adventure with Grit equal to their Max Grit.

After Heroes are placed, roll a D6 for each of the 6 **Enemy Entry Points** on the board. On the roll of 1 or 2, draw a **Low Threat** card and place those Enemies just off the board near the Entry Point. These Enemies will move onto the board and attack at their Initiative level during the first turn of the game (as detailed in the ***Enemy Entry Points*** Special Rule below).

Mission Goal

Save the Town! The Heroes must defeat enough Enemies to break the assault, and then kill any remaining Enemies.

Special Rules

Townsfolk

In this Mission, the Townsfolk markers represent all of the people of the Town running in terror from the creatures that are attacking! Townsfolk markers block movement, but do not block Line of Sight for Ranged Attacks.

Each turn, immediately after the ***Hold Back the Darkness*** roll is made, the Townsfolk are allowed to move around the board in an attempt to escape their fate! All of the Townsfolk markers collectively get a single pool of Movement Points equal to whatever the ***Hold Back the Darkness*** roll was for this turn. The Heroes may spend this pool of Movement Points, divided as they see fit between the Townsfolk markers to move them around the board. Townsfolk may not move off the board.

Townsfolk markers do not need to make Escape Rolls to move away from Enemies and may NOT move to Rooftops.

Whenever a Random Hero is rolled for (for example, when Enemies are selecting their targets to attack), include all of the Townsfolk markers as a single 'extra Hero' for that roll.

For example, an Enemy choosing a target to attack has 2 Heroes and 3 Townsfolk markers within its Move distance. It selects a target randomly by rolling a D6: 1-2 = Hero A, 3-4 = Hero B, and 5-6 = a Townsfolk marker.

When a Townsfolk marker is selected like this, always use the closest Townsfolk marker to the Enemy. As long as there are any Townsfolk markers without one of the Enemies targeting them within range, the Townsfolk should still be included in the Random Hero roll.

Townsfolk have 1 Health and Defense 4+. They are immune to Sanity Damage, as they are already running in terror. Whenever a Townsfolk marker takes one or more Hits, any Hero adjacent to that Townsfolk may takes those Hits on themselves instead. This must be done before Defense rolls are made for the Townsfolk.

Desperation

The Heroes are truly desperate. Any Hero that has no Enemies on their Map Tile (in the same building or in the streets with them) may give up their Attack to do one of the following Actions instead:

- Scavenge
- Ready a 'Once per Fight' Item
- Recover a Grit
- Catch Your Breath (Heal D3)

Unlimited Scavenging

During this Mission, Heroes are allowed to Scavenge (as noted above), and there is no limit to the number of times this may be done on the Town Adventure Board.

Enemy Entry Points

As noted above, the 6 Entry Areas on the board edges are Enemy Entry Points during this Mission.

At the end of each turn, roll a D6 for each Entry Point. If a 1 or 2 is rolled (or only on a 1 if there is a Hero within 5 spaces of the Entry Area), place an ***Enemies Approaching*** marker by that Entry Point. You can see Enemies coming, but can't tell what they are yet!

If there is already an ***Enemies Approaching*** marker at that Entry Point, instead, remove the marker and draw a **Low Threat** card. The Enemies on that card are placed just off the board near that Entry Point, as they have arrived and are ready to move onto the board (note that Enemies that are immobile will not take part because they cannot move to enter the board).

Enemies that are not on the board yet may not be targeted or attacked in any way. These Enemies will Activate as normal when it comes to their Initiative in the turn order, and will simply move onto the board from the Entry Point (starting their move on any of the Entry Area spaces).

Enemies with Ranged Attacks must move onto the board to be able to target and use their attacks (they cannot see to Attack from off the board edge).

May Not Flee

Once the Adventure begins, the Heroes may not Flee; they are trapped, and must see the Mission through to the end.

Immediate Dread

Growing Dread cards are revealed immediately when drawn, rather than being placed on the stack.

Ambushing Enemies

Whenever a group of Enemies Ambush Attacks on the Town Adventure Board, roll a Random Hero (including the Townsfolk as noted above). Place all of those Enemies on the same Map Tile (the same building or street area) as the Hero, adjacent to Heroes as normal for an Ambush in the Fortress. If the Townsfolk were rolled as the Random Hero, the Heroes may choose which Townsfolk marker is the focus of the Ambush. These Enemies gain +2 Initiative on their first turn as normal.

Number of Heroes

For this Mission, if you are using 1 or 2 Heroes, at the start of the game, Threat cards are only drawn for each Entry Point on the D6 roll of 1 (instead of 1, 2, or 3).

If you are using 5 or 6 Heroes, all Threat cards drawn are **Med Threats** instead of **Low Threats**.

Objectives

Depth Track - Defeat Enough Enemies

Because there is no Exploration in this Mission, the Hero Party marker on the Depth Track is used a bit differently than normal. Instead of marking how deep into the fortress the Heroes have traveled, it marks how much of the Enemy assault the Heroes have defeated.

The Hero Party marker starts the game on the *Entrance* space as normal. For every full 3 Enemies the Heroes kill, move the Hero Party marker down 1 step on the track. For each ***Large*** or bigger Enemy the Heroes kill, instead move the Hero Party marker 2 steps on the track.

When the Heroes make the ***Hold Back the Darkness*** test each turn, if the roll is equal to or higher than the current position of the Hero Party marker on the Depth Track, the assault is broken! All ***Enemy Approaching*** markers are removed, and no more Enemies will arrive at the **Entry Points**. The Heroes must now kill all remaining Enemies on the board to successfully complete the Mission (including any that might still show up through **Darkness** cards, etc.).

The Darkness marker on the Depth Track works as normal in this Mission.

Reward

If successful, every Hero gains **D6 x 10XP** or **D6 x $25** for each Townsfolk marker still alive at the end of the game (each Hero may choose their own reward for each of the Townsfolk markers). Every Hero may also draw 2 Loot cards to represent the Loot pulled from the Enemies that were defeated.

Failure

All KO'd Heroes must roll on the Injury/Madness table as normal. If the Darkness Escapes, any Heroes not KO'd must still roll on the Injury/Madness table (Hero's choice). Also, the Town is destroyed so the Heroes may not visit Town, but must begin the next Adventure directly.

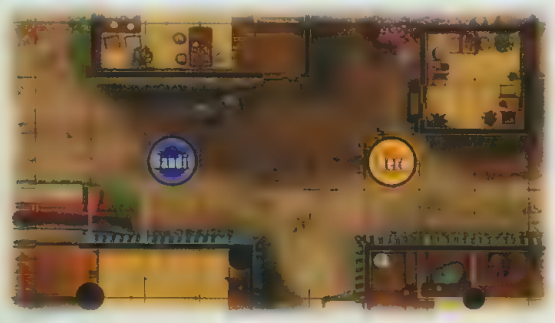
Feudal Village Mission 6

HONOR DUEL (SOLO)

The sun is high in the sky and there's a stillness in the air. Challenged to a duel in the street by one of the locals, you face off amongst a crowd of jeering onlookers. As swords are drawn, a hush falls over the village. Blood will be spilled.

Set Up

This is a Solo Mission (for just a single Hero) that uses the Village Adventure Board. Place your Hero and 1 Feudal Bandit figure in the center of the street, 3 spaces apart.



Mission Goal

One of the local scoundrels has challenged you to a duel of honor! It's one-on-one, you or him. You must out-fight your opponent to survive!

Special Rules

Locked Buildings

Models may not enter Buildings during this Mission.

One-on-One Duel

This Mission is for one Hero against one Enemy. There is no roll to *Hold Back the Darkness*, no Revive Tokens for a single Hero Mission, and no Fleeing. The entire Mission counts as a single Fight, but there is no Loot card draw, *Catching Your Breath*, or Corruption Hits for Dark Stone. Once the Adventure is complete, the Hero is restored to full Health and Sanity, returned to 1 Grit, and may continue their Town Stay or begin the next Adventure, depending on what caused the Duel.

Variable Initiative

At the start of each turn, the Hero and the Enemy each roll a D6 and add it to their Initiative for the turn.

Dueling Opponent

The Feudal Bandit model represents your opponent for the duel. He uses the stats found on the Enemy Record Sheet for the Feudal Bandit (including any Elite abilities or Brutal stats based on the Hero's Level) and has his Health and Damage for all Attacks multiplied by the Hero's Level (if the Hero is only Level 1, double the Feudal Bandit's Health and Attack Damage instead).

Honorable Sword Fight

If the Hero is more than 3 spaces away from the Feudal Bandit at the end of the Mission, that Hero becomes **Dishonored**.

Objectives

Defeat Your Opponent

To successfully complete the Honor Duel (and the Mission), the Hero must defeat their opponent.

Reward

The Hero gains **25 XP** x their Hero Level.

Failure

Roll for Injury as normal for being KO'd. The Hero then starts the next Adventure with no Grit.

EXPANDED TRAVEL HAZARD CHART

D36 Travel Hazard

To roll a **D36**, roll two dice of different colors, where one of them is the '10's digit and the other is the '1's digit. For Example, if you rolled 3 and 5 the result on the chart would be 35.

11 - Possession

As you settle in for the night around the fire, there is an odd chill in the air. With a contorted face and twisted form, one of the party is possessed by a vile demon, lashing out and speaking in tongues before regaining control! 'You will all die before the might of the Ancient Ones...rez'chu'kau'to! Your souls will burn...Has'te'for'i...in the fires of Cynder! Beli'al will have his revenge!"

The Hero that rolled this result immediately loses **1 Sanity** permanently, and must roll a D6. On the roll of 1, 2, or 3, he must also roll once on the **Madness** chart as a result of this horrific experience.

12 - Stone Army

Crossing through the mist-filled valley, you stumble upon a vast army of stone soldiers, lined up in ranks. Examining them closer, their eyes flash red as they begin to awaken!

Every Hero must make a **Lore 6+** test. If successful, gain **25 XP** as you escape the valley unscathed. If failed, the stone soldiers battle to reclaim their stolen relics from you. Roll a D6 for each ***Artifact*** you have, discarding it on the roll of 1 (or on the roll of 1 or 2 if you are Hero Level 4 or higher).

13 - Dark Dreams

Camping along the road, your dreams are filled with dark visions of the future and an impending dread.

Each Hero must make a **Spirit 6+** test. If successful, gain **10 XP** and you may Recover **1 Grit**.

If failed, you take **D6 Sanity** Damage, ignoring Willpower, that carry over to the next Adventure.

14 - Yamabushi Shrine Stone

Passing through a peaceful mountain valley, you come across an ancient stone shrine, surrounded by burning incense and covered in sacred Yamabushi runes.

Every Hero may make a **Spirit 5+** test. If successful, Recover a **Grit** or Heal D6 Wounds/Sanity (any mix).

15 - Watchtower

Rising up in the distance, an armed watchtower stands next to the road. As you approach, the flags flying overhead can be seen depicting the icon of a rival Samurai house.

The Heroes must either take the long way around, adding **3 additional Travel Hazards**, or confront the guards - Each Hero rolls 4 dice using either their base ***Ranged To Hit*** or ***Melee To Hit*** value (not modified by Items or Abilities). For each Hit rolled, that Hero takes out a guard, gaining **10 XP**. For each miss rolled, the Hero takes D6 Hits that do 2 Damage each.

16 - Laughter in the Sky

Black clouds roll across the sky and thunder booms in the heavens, echoing with the sound of sinister laughter!

Every Hero must make a **Skill 5+** test using their lowest Skill value (choose if tied). If successful, gain **20 XP** as you stand defiantly against the Darkness. If failed, take D6 Corruption Hits as you are tormented by the hideous sound.

21 - Mimic Beast

Waking in the night, you see one of the other Party members moving about. As your eyes focus, you see that they are covered in blood and seem to have torn apart one of the horses and are eating it raw! With a sudden motion, they look over at you, their eyes reflecting inhumanly in the flickering fire light, before running off into the darkness.

One Random Hero must discard any *Transport* they have. Also, one other Random Hero is missing! Who knows how long this Mimic Beast was posing as your friend! Following the trail of gore, you find the missing Hero tied up and savagely beaten in a ramshackle lair. That Hero rejoins the Party, but takes **D6 Wounds**, ignoring Defense, and loses **D6x25 XP**.

22 - Cursed Spring

The mountain springs in this area have a strange air around them, sweetly smelling but with a hint of death. As you stop to drink, you notice that the forested path around the spring is littered with the bones of the dead! Not a good sign.

Each Hero loses **1 Grit**. If you do not have a Grit to lose, instead take **D3 Wounds**, ignoring Defense.

23 - Living Hills

Something's not right here, the hills surrounding the valley you are in seem to be shifting and stirring before your eyes! The road before you opens up to reveal a massive demonic maw waiting to devour you whole!

Each Hero must make an **Agility 5+** test to avoid the maw! If passed, gain **15 XP** and you escape the trap. If failed, you leap aside at the last moment. Any ***Transport*** you were riding is devoured by the beast (discarded) and you lose **1 Sanity** permanently at the horrific sight of the creature!

24 - Traveling Ronin

Meeting a masterless samurai on the road he offers his services to your group as a guide and protector against the evils of this land that he knows all too well.

The Heroes may collectively pay the Ronin **$50 per Hero** to utilize his services. If so, you may cancel any further **Travel Hazards** rolled until you reach Town on the D6 roll of 3+ each (choose to cancel or not after each further **Travel Hazard** rolled).

25 - Fallen Banner

The road ahead leads past a battlefield that can't be more than a day or so old. Among the dead, you see the fallen banner of a house that you recognize.

A **Random Hero** must make a **Luck 5+** test. If successful, it is the icon of a rival house. Each Hero may Recover a **Grit**. If failed, it is the icon of an allied house. Every Hero rolls 1 fewer die on Skill tests until you reach Town.

26 - Dragon Attack

An Elemental Dragon has rampaged through the area, devastating the region, burning buildings, and incinerating the livestock and people! It is not a pretty sight.

When you arrive in Town, **2 Random Buildings** have been Destroyed by the Dragon and cannot be visited during this Town Stay. Also, every Hero loses **1 Grit** as they are horrified by the carnage left in the wake of the Dragon's rage.

31 - Earthquake

The ground slips and shakes beneath your feet as the earth cracks and a chasm opens up, swallowing portions of the countryside and spreading chaos across the land.

Add D3 more Travel Hazards to the journey, and when you reach Town, roll a D6 for each Location. On the roll of 1, that Location has been destroyed.

32 - Headless Dead

The road is littered with dead horses and the headless bodies of fallen soldiers. The ruthless savagery and expert cuts can mean only one thing...the Red Ronin has been here.

Any Hero may make a **Scavenge** roll to search the carnage for valuables and clues as to why the Red Ronin attacked. For each 6 rolled, draw a Scavenge card as normal. Any Darkness or Growing Dread cards that would be triggered are instead added at the start of the Hero's next Adventure. Any Gold or Dark Stone found is doubled.

33 - Harried By HellBats

As the Heroes move through the countryside, dark swarms of HellBats follow overhead, swooping down to terrorize them as they go.

Each Hero must roll a D6 for every **Dark Stone** they are carrying (including Items with a Dark Stone Icon and Items with Dark Stone Upgrades on them). On the roll of 1, that Dark Stone shard/Item is snatched away by a HellBat and carried off into the night (discarded).

34 - Burning Village

Pillars of black smoke rise in the distance and as you approach you discover a small village in ruins and ablaze! Screams call out from the fiery inferno!

Each Hero may decide to turn away or brave the burning buildings to look for survivors. If you enter the buildings make a **Strength 5+** test to move through the flaming debris.

If failed, you are singed by the fire and must flee the building, coughing from the thick smoke. Take **D6 Wounds**, ignoring Defense. If passed gain **25 XP** and roll a D6 to see what you find in the fire.

D6 Roll	Result
1	**Trick** - A ghostly apparition has lured you into the blaze, only to disappear as a section of roof comes down on your head. Roll once on the **Injury** chart.
2-5	**Survivor** - You find a survivor and pull them from the burning building. Gain **D6x10 XP**.
6	**Hero of the Day** - You find a small child and carry them through the flaming rubble safely. Gain **D6x25XP** as well as **1 Health** and **1 Sanity**.

35 - Shadow Clan Assassin

As night falls, you get the uneasy sense that you are being followed. The tall grass sways in the wind, masking the approach of the assassin until it is too late.

One Random Hero must make a **Cunning 5+** test. If successful, you avoid the assassin's blade, cutting her down. Gain **25 XP**. If failed, you are cut deeply before she escapes. Roll once on the **Injury** table.

36 - The Emperor's Messenger

Catching up to you on the road, a scribe hands you a scroll tube containing a personal message from the Emperor. Reading the scroll in silence, you hand it back to the scribe and he burns it on the spot, departing your company. You refuse to speak of the message within.

One **Random Hero** receives the message. During the next Adventure, that Hero gains a **Revive** token usable only by them. If the next Mission is successful, that Hero gains double the **Reward**. If the Mission is failed, that Hero also loses **D3+1 Sanity** permanently.

41 - Escaped Prisoner

Running across an open field, a man in tattered clothes skids to a stop on the road in front of you. Your horses rear, and kick, startled by the aggressive movements of the stranger. "You've got to help me." he shouts, "Cut my bonds, quickly! They're coming! They're trying to kill me!"

The Heroes must choose to either Cut the Man Free before his pursuers arrive, or Delay to See Who is Chasing him.

Cut the Man Free - One Hero must make a **Luck 6+** test. If successful, Takobake soldiers burst from the high grass and are surprised as you cut them down. A noble of the royal court, the man rewards each Hero with **D6 x $100** for rescuing him.

If failed, the moment he is cut loose, the man stabs you with a hidden blade and runs off. Roll once on the **Injury** table.

Delay to See Who is Chasing - One Hero must roll 4 dice (no Grit). If any of the dice roll a 1, demons leap from the high brush that lines the road, tearing the man apart and lashing out at your steeds. Every Hero must roll a D6 for each Side Bag token and Dark Stone shard they have. On the roll of 1, 2, or 3, it is lost as your terrified horse rears and kicks before bolting to escape the creatures.

Otherwise, angry guards arrive to take the escaped prisoner back into custody, rewarding you for your efforts. Each Hero gains **$200**.

42 - Elemental Sorceress

Meeting a cloaked figure on the road, she reveals that your meeting is no accident. She has had a vision concerning the importance of your next mission, and has sought you out to cast a protective spell on your group to ward off the Darkness in the battle to come.

During the next Adventure, any time a **Darkness** card is played, cancel it on the D6 roll of 6+ (or on the roll of 5+ if there are one or more Keyword ***Magik*** Heroes in the Party).

43 - Tsunami

As your travels take you along the coastline, the winds rage, whipping up a massive tsunami that crashes over the land, threatening to sweep away all in its path!

Each Hero must make a **Luck 4+** test to avoid being swept away by the rushing waters. If failed, roll a D6 for each Token in your **Side Bag**. On the roll of 1, 2, or 3, it is swept away in the torrent of water.

44 - Spies of the Dragon

Dark shadows sweep across the road as a jet black swarm of Tengu soar overhead, scanning for travelers.

Every Hero must make an **Agility 6+** test to get off the road before being spotted. For each Hero that fails this test, move the Darkness marker forward 1 space on the Town Event Track when you reach Town.

45 - Bridge Destroyed

The bridge across the raging river ahead has been demolished, either blown up to prevent demons from coming across, or torn apart during a skirmish! You'll have to find another way around, which will take time...time you don't have.

When you get to Town, the Heroes can spend no more than 2 days for their Town Stay before starting the next Adventure.

46 - Marching Samurai

Traveling the roads, the Heroes come upon a massive army of Samurai heading toward the same Town to reinforce the outpost there.

When the Heroes reach Town, any rolls on the **Camp Site Hazard** chart or the **Town Event Chart** are +1 to the roll

51 - Plague Cart

A rickety cart rolls down the road toward you, pulled by a single, wretched looking horse. Sitting atop the cart is a cloaked monk, his face covered in boils and scars. Even before the plague cart gets close enough to see inside the back, you can smell the foul stench of death stinging your nostrils.

Every Hero must make a **Luck 5+** test. If successful, gain **10 XP** as you avoid the worst of the disease-ridden stench. If failed, take D3 Corruption Hits as the plague washes over you.

52 - Bandits!

Waylaid by Bandits on the road, the Heroes fend off as many as they can!

The Bandits surround each Hero individually. There are 5 Bandits per Hero and each Hero must roll a D6 to see how many of those Bandits they defeat. For every Bandit you defeat, gain **10 XP**. For each of your 5 Bandits you do not defeat, lose **$25**, **1 Dark Stone**, or **1 Gear or Artifact** of your choice.

53 - Fields of Fire and Death

Small pockets of fire burn across the swampy fields, and charred bodies float in the murky marsh. Overhead, you hear the screeches and see the tattered form of an Onmorake carrion phoenix darken the sky. You seem to have stumbled into its hunting grounds.

Every Hero must make an **Agility 5+** test to slip past unnoticed by the Onmorake as it scans the ground for prey. If successful, gain **10 XP**. If failed, you are seared by the corrupting flames of the carrion bird! Take D6 Wounds, ignoring Defense, as well as 1 Corruption Hit for each Wound taken in this way.

54 - Nobuhara Slave Cart

Hearing shouting from up ahead, you quickly get off the road just before a rickety cart turns the bend. Driven by a brutish half-man half-Oni taskmaster, the cart carries several large bamboo cages full of malnourished prisoners, bound for a Nobu Slave mine to work for the Oni Warlords!

Each Hero may decide to remain hidden, try to **Free Prisoners**, or **Confront the Nobu Slaver** and his Oni guards.

If you remain hidden, no effect.

If you try to **Free Prisoners**, make an **Agility 5+** test. If successful, you sneak in, relieving them of gold and freeing some of the prisoners! Gain **10XP** and **$25** for each 5+ rolled.

If you **Confront the Nobu Slaver** and his guards, make a **Strength 6+** test. If successful, you cut down the guards and relieve the Slaver of his head! Gain **30XP** and you may draw a Loot card.

If either test is failed, you are savagely beaten by the Oni guards. Take D8 Hits that each do Damage equal to your Hero Level.

55 - Smoldering Battlefield

You come across a blood-soaked battlefield, littered with the bodies of the dead! Though most were cut down by the sword, many seemed to have been ripped apart by savage creatures.

Each Hero can decide to pass it by without looking too close, or to sift through the gore to look for anything useful. If you search the massacre, make a **Luck 5+** test. If failed, lose **1 Sanity** permanently, as you are scarred by the horror of the things you find. If passed, roll a D6 to see what you find.

D6 Roll	Result
1-4	**Gear** - You find something of value. Draw a **Gear** card.
5	**Artifact** - Perhaps this is what the armies were fighting over! Draw a Fortress **Artifact** card.
6	**Survivor!** - You find someone still alive amongst the bodies. Packing them on your saddle, you race back to Town. Gain **+1 Max Grit** for your heroic efforts.

56 - Temple Dog Attack

A pack of vicious Temple Dogs have been tracking your Party for days and have found the opportunity to strike!

Each Hero must make a **Cunning 5+** test to outwit the stone lions or a **Strength 5+** test to overpower them. If passed, gain **10 XP**.

If failed, you are pulled from your saddle and ravaged by the creatures! Roll a D6 for every **Clothing** Item you have (not including your *Personal Item*). On the roll of 1 or 2 it is torn apart and destroyed by the savage attack.

61 - Path of the Jorogumo

As the road leads deeper into the dark forest, you begin to notice thick strands of white draping the trees and undergrowth ahead. The trees themselves even seem to be deathly and rotten here. Your pace slows as you sense movement in the shadows. Turning to head back, you discover that it's already too late...you are surrounded by vicious-looking spiders descending from the trees!

Every Hero must choose any **Skill** and make a **Skill 6+** test. If successful, gain **15 XP**. If failed, take either 1 Corruption Hit or D6 Hits, and then make this test again, until successful.

62 - Tendrils From the Beast

Plump, slimy tendrils writhe across the road, extending up the hillside and into a swirling tear in the fabric of reality. Massive shelled insect creatures scurry out of the opening, dragging webs of goo behind them as the Belly of the Beast spills into our world here, consuming everything it touches.

Each Hero must choose to either avoid the fleshy appendages, or to cut them back in hopes of pushing the Beast back into its own realm. To fight back the Beast, make a **Strength 5+** test. If successful, gain **10XP**. If at least one 6+ was rolled, you may also draw a **Loot** card pulled back from the muscular tentacles (any Artifact found should be drawn from the *Belly of the Beast* Artifacts). If failed, gain **D3 Bleeding** markers that carry over to the next Adventure (if not removed before, using Grit).

If more than half of the Heroes fail (or decide not to make the test), add **D3 Growing Dread** cards to the stack at the start of the next Adventure.

63 - Wishing Well

A watering spot for travelers and monks, this ancient well has been blessed by the Yamabushi elders to protect and strengthen those who would stand against the Darkness.

Each Hero may choose a number and roll a D6 (this roll may not be modified or Re-rolled in any way). If your chosen number is rolled, you may gain **+1 Health**, **+1 Sanity**, or remove a Mutation, Curse, Injury, or Madness.

64 - Thunder and Lightning

Thunder rumbles through the heavens as lightning flashes across the sky. In an instant, a storm covers the area, blowing powerful winds and pelting you with biting rain. With each flash above, you can make out figures dancing across the clouds, locked in battle as Thunder Warriors sent by the Dragon King assail a powerful Elemental Sorceress from the Temple of the Wind Walkers.

A **Random Hero** must make a **Luck 5+** test to avoid a stray bolt of lightning that cracks to the ground from the duel above. If successful, gain **25XP**. If failed, your bones are shocked through by the mythical energy of the gods! You are reduced to **Max Grit 1** until the end of the next Adventure.

Any Hero that has one or more **Wind** *Elemental Magik* **Spells** at their command (including through an Item), may attempt to aid in the battle above. Make a **Lore 6+** test. You may roll a number of extra dice on this test equal to your **Mana** value (if you have one). For every 6+ rolled, gain **50XP** and if you rolled at least 3 rolls of 6+, you may also draw a ***Fortress Artifact*** collected from a fallen *Thunder Warrior.*

65 - Forest Ambush

Traveling through a shadowy forest you get a bad feeling...but it's too late! Musket shots whiz past your head as a mutated group of Takobake Clan foot soldiers form ranks and fire off their flintlock rifles! Laying in wait, they set their trap to rob unwary travelers of Dark Stone!

Each Hero must make an **Agility 5+** or **Lore 5+** test. If passed, gain **25 XP** and you are able to evade the worst of the attack, escaping the forest to meet up with the rest of the Party.

If failed, you are grazed by a musket shot allowing the Takobake to scavenge your belongings for Dark Stone. Lose **D3 Dark Stone**, or one item with a **Dark Stone** Icon. Also, due to your bumps and bruises, you lose all Grit.

66 - Traveler on the Road

During your travels, you encounter a stranger along the road.

This result may NOT be Re-rolled or canceled. Roll once on the chart below to see what type of stranger you have run into (rolling on this chart also may NOT be Re-rolled).

D6 Roll	Result
1-2	**The Black Fox** - *Before you see it coming, the stranger draws a pair of obsidian Kama Knives and you see her face is that of a Kitsune!* Any Hero in the Party that is Keyword **Outlaw** or that has 4 or more Corruption Points, immediately loses **D6 Dark Stone** (even if *Hidden*), as *The Black Fox* destroys the corrupting rock to save them from themselves! If none of the Heroes lose Dark Stone like this, all Heroes may Recover up to their Max Grit.
3-5	**Wandering Monk** - *Walking the roads to help the fallen and those who have lost their path.* All Heroes may fully heal their Sanity and remove D3 Corruption Points.
6	**Shadowy Traveler** - *You meet a dark stranger on the road one night while the rest of the party is asleep. With a slippery voice he introduces himself as Mr. Scratch and makes you an offer that could be hard to refuse.* The Hero who rolled this result may either take the deal, gaining **D6x100 XP** and **D6x$100**, but if they ever roll this result again, *Mr. Scratch* has returned to collect his end of the bargain and takes your Hero off into the night never to be heard from again. If you refuse the deal, make a **Spirit 6+** or **Cunning 6+** test to find a way out of it. If passed, gain **50 XP**. If failed, gain **D6+1 Corruption Points**, ignoring Willpower, as *Mr. Scratch* disappears into the dark night.

FAQ AND CLARIFICATIONS

Q) Can a model move Diagonally around the corner of a Building Wall?
A) Yes.

Q) Can a Melee Attack be made through a Wall?
A) No. Unless there is a Door that the Attacker can see their target through, directly on the other side.

Q) Does a model that is splitting a space (ie - *Leaning around a Corner*) block movement through both spaces? Can they Melee Attack or be Attacked from either space?
A) Yes, Yes, and Yes.

Q) If an Enemy like the *Feudal Bandits* have a ***Warlord's Bounty*** on them, does this also count modified versions of that Enemy (ie - *Infamous Feudal Bandits*, etc)?
A) Yes. A ***Warlord's Bounty*** includes any Enemy that uses that Enemy Record Sheet.

Q) Infamous Feudal Bandits already have a Bounty on their card. Does this stack with a ***Warlord's Bounty***?
A) Yes. Just add the *Bounties* together for each model.

Q) Does the *Dark Stone Tattoo* in the *Outlaw Haven* take a Tattoo slot like the tattoos from the *Tavern*?
A) No. It is Dark Stone ink integrated through all of your tattoos.

HARIONAGO
UNDEAD • GHOST • MYTH
SIZE: LARGE
INITIATIVE 4
ABILITIES:
TERROR (3) - A Hero starting their Activation on the same Map Tile automatically takes 3 Horror Hits.
HELD ALOFT - Moves through other models and changes targets each turn.
ANIMATED HAIR - At the end of this Enemy's move, every Hero within 3 spaces takes D6 Hits that do 1 Damage each.
BARBED HOOKS - A Hero that takes 2 or more Wounds from the Harionago's Animated Hair gains an Ensnared marker.
SPECTRAL HORROR - This Enemy does +1 Damage on all of its Hits against a Hero with Spirit 2 or lower.
MOVE: 3 ESCAPE: 5+
TO HIT:
RANGE -
MELEE 4+
COMBAT 3
DAMAGE 3
DEFENSE 3
HEALTH 20 +5 PER HERO
XP =10 +5 EACH
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PAINTING GUIDE

This painting guide shows how to easily paint your Feudal Bandit models using only Warpaints from the *Heroes of the Old West*, *Creatures of the Void*, and *Forbidden Fortress* Paint Sets. These Shadows of Brimstone paint sets are sold separately and are available now at your local game store or online at the Official Flying Frog Web Store.

STEP #1

1) Prime the models with matte white spray paint - which can be purchased inexpensively from a hardware store.
2) Base coat skin with *Light Flesh*.
3) Base coat clothing with a mix of *Portal Blue* and *Spirit White*.
4) Base coat sash with a mix of *Shadow Black* and *Spirit White*.
5) Paint leg guards, sandals, and sword scabbard with *Dark Flesh*.
6) Paint neck bandana and sword handle with *Crimson Hand Red*.

STEP #2

1) Paint base and hair with *Shadow Black*.
2) Paint sword with *Pistol Metal*.
3) Wash skin areas and sword with *Soft Tone Ink*.
4) Wash clothing areas and hair with *Dark Tone Ink*.

STEP #3

1) Highlight clothing with a mix of *Portal Blue* and *Spirit White*.
2) Highlight skin with a mix of *Light Flesh* and *Spirit White*.
3) Highlight sash with a mix of *Shadow Black* and *Spirit White*.
4) Highlight leg guards, sandals, and sword scabbard with a mix of *Dark Flesh* and *Spirit White*.
5) Highlight neck bandana and sword handle with *Saloon Red*.

Large Side Bag Tokens

Large Side Bag Tokens take up 2 slots in a Hero's Side Bag. These can be won in the *Gambling Parlor* Location.

Elixir of Vitality - Discard to gain 1 Health or to remove an **Injury**.

Elixir of Fortitude - Discard to gain 1 Sanity or to remove a **Madness**.

Elixir of Purity - Discard to gain 1 Corruption Resistance or to remove a **Mutation** or **Curse**.

Amulet of Light - Discard to cancel a **Darkness** card, as well as all other **Darkness** cards currently in play.

CREDITS

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WWW.FLYINGFROG.NET

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New Side Bag Tokens

Spice - Discard to add D3 Damage to a single one of your Hits. You also take 1 Wound, ignoring Defense.

Potion - Discard to add +2 to one of your Skills (Agility, Lore, etc) until the end of the turn.

Tea - Discard to Heal D6 Health/ Sanity (any mix) or Recover an Ability Token. Limit 1 per turn.

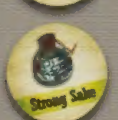
Lantern Oil - Discard to Re-roll one of the dice for a *Hold Back the Darkness* roll.

Exotic Herbs - Discard to remove D3 Corruption Points.

Wine - Discard to Heal (P) Sanity Damage.

Bandages - Discard to Heal D6 Wounds.

Sake - Discard to Heal D6 Sanity Damage.



Strong Sake - Discard to Heal 2D6 Sanity Damage.

Fire Sake - Discard to gain D3 Fury Tokens (Samurai Only).

Hellfire Sake - Discard to gain D6 Fury Tokens (Samurai Only).

Void Sake - Discard and take 1 Corruption Hit to remove D3 Status Effect markers.

Magik Tonic - Discard to Recover a Grit and, until the end of the turn, you may Re-roll dice with Grit even if they have already been Re-rolled. Limit 1 per turn.

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